

DYNAMIC LAYOUT SYSTEM AND METHOD FOR GRAPHICAL USER
INTERFACES

ABSTRACT OF THE DISCLOSURE

5 In a graphical user interface for a computer, a method of arranging objects to
be displayed within windows forming the graphical user interface includes defining
attributes of the objects and arranging the objects as a function of the defined
attributes of the respective objects. The objects may be widgets and the defined
attributes may define relationships among the objects as well as styles associated
with the objects.

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